

**IN THE CLAIMS**

**Kindly replace the claims of record with the following full set of claims:**

1. (Currently amended) A method of operating a computer game program comprising the steps of:
  - (a)-loading said computer game program;
  - (b)- executing said computer game program;
  - (c)-receiving instructions from a user interface to start playing said game program free of charge (17,18);
  - (d)-changing the game status according to said instructions, and
  - (e)-charging a user to store said game status.
2. (Currently amended) The [[A]] method according to claim 1, further comprising the step of:
  - (f)-pausing he game status for a predetermined period of time between steps (d) and (e) in response to a specific instruction from said user interface.
3. (Currently amended) The [[A]] method according to claim [[1]] 2, further comprising the step of:
  - (g)- further changing the game status according to said instructions after step (f).
4. (Currently amended) The [[A]] method according to claim 1,~~2 or 3~~, wherein the step (e) comprises charging said user a first amount to store said game status for a predetermined time period and charging said user a second amount to store said game status for an unlimited time period.
5. (Currently amended) The [[A]] method according to claim 4, wherein said first amount increases over said predetermined time period.
6. (Currently amended) The [[A]] method according to ~~any preceeding~~ claim 1, wherein said charging is debiting a user's account.

7. (Currently amended) The ~~[[A]]~~ method according to claim 6, wherein said user's account is credited following specific changes in the game status.
8. (Currently amended) A computer game system ~~10, 20~~ for operating a computer game program comprising computer readable storage means ~~12~~ arrange to store said computer game program, a processor 14 arranged to load said computer game program from said storage means ~~12~~, to execute said computer game program, to receive instructions from a user interface ~~17, 18~~ to start said program free of charge, and to change the game status according to said instructions, and charging means ~~16, 128~~ for charging a user to store said game status.
9. (Currently amended) The ~~[[A]]~~ computer game system 10 according to claim 8, wherein said system is an integrated computer device.
10. (Currently amended) The ~~[[A]]~~ computer game system 20 according to claim 8, wherein said system has a distributed architecture communicating via the Internet 22.
11. (Currently amended) The ~~[[A]]~~ computer game system according to ~~claims 8, 9 or 10,~~ claim 8, wherein said charging means debits a user's account 28.
12. (Currently amended) The ~~[[A]]~~ computer game system according to ~~any one of claims 8 to 11,~~ claim 8, wherein said charging means comprises a cash receiver 16.
13. (Currently amended) A computer game program, which when loaded into a computer provides instruction for carrying out the steps of:  
~~comprising the steps of:~~
- (a)-loading said computer game program;
  - (b)- executing said computer game program;
  - (c)-receiving instructions from a user interface to start playing said game program free of charge;

(d)-changing the game status according to said instructions, and

(e)-charging a user to store said game status.

~~any one of the methods of claim 1 to 7.~~